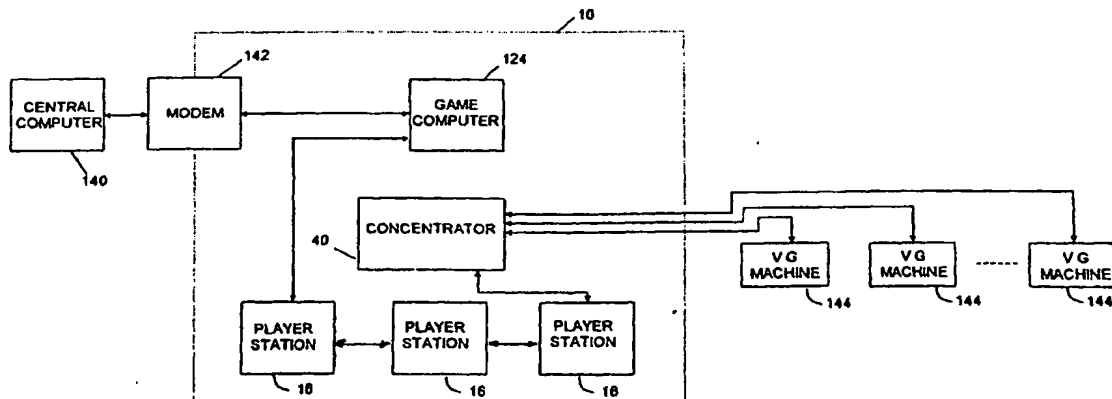




INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(51) International Patent Classification ⁷ : G07F 17/32	A1	(11) International Publication Number: WO 00/16273 (43) International Publication Date: 23 March 2000 (23.03.00)
(21) International Application Number: PCT/ZA99/00085 (22) International Filing Date: 14 September 1999 (14.09.99) (30) Priority Data: 60/100,449 14 September 1998 (14.09.98) US (71) Applicant (for all designated States except US): VAN STRAATEN, Willem, Johannes [ZA/ZA]; 130 Trafalgar Street, 2146 Sandhurst (ZA). (72) Inventors; and (75) Inventors/Applicants (for US only): KENNEDY, Julian, J. [US/US]; 2819 Old Buck Creek Road, Longs, SC 29568 (US). MORRIS, Michael, A. [US/US]; 2819 Old Buck Creek Road, Longs, SC 29568 (US). MORRIS, Douglas, E. [US/US]; 2819 Old Buck Creek Road, Longs, SC 29568 (US). (74) Agent: McCALLUM RADEMEYER & FREIMOND; P.O. Box 1130, 2125 Randburg (ZA).		(81) Designated States: AE, AL, AM, AT, AT (Utility model), AU, AZ, BA, BB, BG, BR, BY, CA, CH, CN, CU, CZ, CZ (Utility model), DE, DE (Utility model), DK, DK (Utility model), EE, EE (Utility model), ES, FI, FI (Utility model), GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MD, MG, MK, MN, MW, MX, NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, SK (Utility model), SL, TJ, TM, TR, TT, UA, UG, US, UZ, VN, YU, ZA, ZW, ARIPO patent (GH, GM, KE, LS, MW, SD, SL, SZ, TZ, UG, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, CH, CY, DE, DK, ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GW, ML, MR, NE, SN, TD, TG). Published <i>With international search report.</i> <i>Before the expiration of the time limit for amending the claims and to be republished in the event of the receipt of amendments.</i>

(54) Title: VIDEO GAMING DEVICE AND COMMUNICATIONS SYSTEM**(57) Abstract**

A video gaming device which includes a game computer which is connected to a central computer and a plurality of player stations connected to the game computer. Connection of the player stations may be effected using an interface device which includes at least one serial port which has a transmit line for transmitting data to a player station and a receive line for receiving data from a player station, input port means and output port means for communication with the game computer, and processing means for routing data between the said serial port and the input and output port means.